

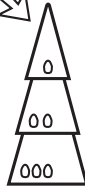
TREEHOUSE

Designed by Andrew Looney

SETUP

Everybody gets a Tree.

Each player gets a trio of pieces. Stack your pieces in the "Tree" formation.



This is the House.

One extra trio is placed in the center of the table, as shown.

GOAL

To win, rearrange your Tree, or the House, so that they are the same.

WHO STARTS?

Whoever's holding the die goes first.

HOW TO PLAY



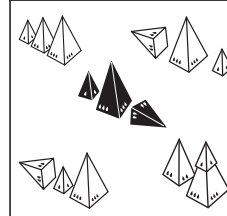
On your turn, roll. If you *can* do the Action to your own trio, you *must*.

If you *can't* do it to your own, you *may* do the action to the House, or pass.

If you *can't* change either your own or the House, *roll again*.

Each trio sits on an imaginary stretchy line parallel to the House. On a Hop or Dig, pieces may be placed between others; close up all gaps in the line at the end of the turn.

Typical Game in Progress:



Only upright pieces can be stacked.

If you Dig under or Hop onto a sideways piece, that piece is also turned upright.

TIP



Knock over a stack or an upright piece.

SWAP



Choose two pieces. They switch places.

Pieces are reoriented *only* if entering a stack.

HOP



An upright piece jumps up, then lands upright.

Hopped pieces land upright in any other spot along the line, or onto any piece(s).

DIG



A sideways piece tunnels down, surfacing upright.

A piece that Digs may appear upright in place, or at any spot along the line in the direction it was pointing in.

AIM



Re-orient a solitary piece (left, right, or up).

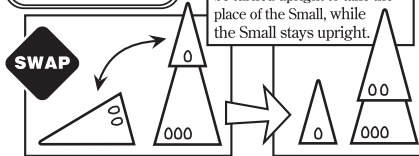
WILD



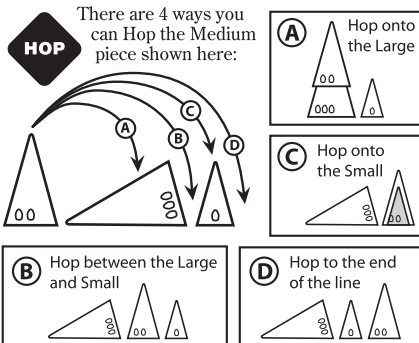
Choose one of the other five actions.

Perform the chosen action on either the House, or your own trio.

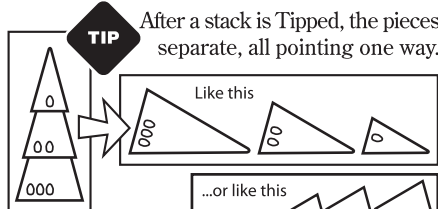
EXAMPLES



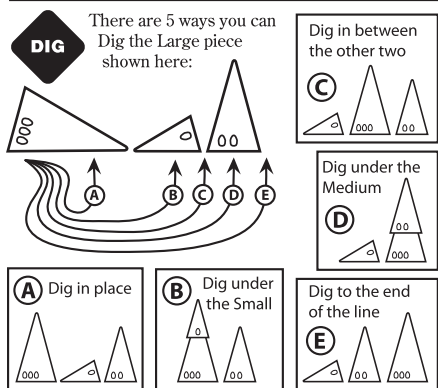
Here, the Medium piece must be turned upright to take the place of the Small, while the Small stays upright.



Note that if the piece you wish to Hop isn't on top, the top piece goes along for the ride.

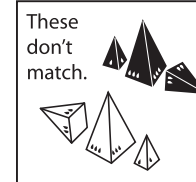


After a stack is Tipped, the pieces separate, all pointing one way.



WINNING

You win as soon as your pieces match the House.



TIES

The player who rolled it wins! (If one player's move causes multiple others to win, then it's just a tie.)

COMMON MISTAKES

- You can't Hop in place.
- You can't Hop a sideways piece.
- You can't Dig an upright piece.
- You can't Dig backwards.
- You can't Tip part of a stack.
- You can't alter other players' trios.
- You can't pass if it's possible for you to do the action to your trio.